

## Deliverable B

### Interpreted needs list and importance rating (1-5 where 5 is most important/ 1 is least):

We decided to rank them in order of importance by consensus of the group, because we did not have enough time to reach the client and ask them more questions about their needs individually. We also did in based on the number of times they mentioned a need. Also, ranking them in order of importance on our own was completely feasible, as we had a copy of the interview at our disposal. This meant that we could consult it to search for specific reactions for several questions.

- The project should be **doable**: should be done within the semester and should take a reasonable amount of time to complete. The client mentioned multiple times that during previous years, “many teams realized too late that they have bitten off more than they could chew” which shows that it’s important for us to plan a reasonable project that we are able to complete before the deadline. (3)
- Should depict a **realistic/familiar/immersive** environment, the main focus should be on the experience (“a focus on experience”) and the VR experience should be (preferably) set in the nearby future/the present (“today is fine”) so that the viewer doesn’t feel disconnected and unaffected by what they’re seeing. The goal is to show them what could actually happen to them, not to show them a sci-fi movie. (5)
- Should evict **strong emotions** that **convince decision makers to act quickly** (“fear”, “concern”) but should also “inspire hope” and “motivation” since the horrors depicted are easily preventable by a pre-emptive ban (5)
- Should **educate** decision makers on the **negative consequences** of using autonomous weapons (5)
  - Needs to show the **adjustments made by civilians to their environment** should be shown (impact on the daily lives of civilians)
  - Should show that there’s a risk of **digital dehumanization** (since the data about an individual collected by these robots is what determines whether they live or die).
  - Should that these weapon systems are **unreliable**: they could malfunction easily and be hacked
- Needs to show that human **approval** is **necessary** before applying force to a target. (5)
  - robots might be programmed to have certain **biases**.
  - Automated weapons **aren’t able to evaluate proportionality** so they can’t evaluate if the risk to civilians is worth the military advantage.
- Should be **captivating without being over the top** (especially when it comes to gore): “make the idea scarier than the actual image”, “The idea is scarier than the monster” (4)
- Should be **affordable**: “needs to be in the budget” (2)
- Should be **functionable**: needs to work whenever product is tested/used (4)
- Show that autonomous weapons are **not a good use of resources** (not only dangerous but also a waste of money/effort to create them, these resources could be used to make something that helps people instead of harming them). This could really become a problem if using these robots leads to an arms race (1)

### **Problem Statement:**

Before creating our problem statement, we have concluded that our main audience will be politicians and decision makers. This is because they are the main individuals who must be compelled and convinced by the product. Also, we have determined the goal of our product : to display the consequences of implementing the technology, which will drive them to act. We have been careful to not include any design specifications in the problem statement, as it should simply be a description of what we want from the product. We kept it short by avoiding adding too many details to our product as well. “Once you are confident that your team has identified all of your clients’ needs, use them to formulate a problem statement, including all important aspects, while ensuring that it remains short, specific and sexy. “

Mine’s action Canada needs a VR experience directed to politicians and decision makers that demonstrates the potential horrors of using automated weapons (to evict feelings of concern) in order to prompt them to act before it becomes harmful to mankind.

### **Benchmarking user’s perceptions of similar products:**

- Similar situations in real life: Pictures of war environments, like an underground train station in Ukraine converted to bomb shelter.
  - User’s perception: makes people outside those environments more aware of what’s going on there, makes them care more.
- Previous projects: These can give us an idea of concepts that have been used and if they were effective and convincing. They can also help us find new ideas (without plagiarizing).
- Similar organizations: We have visited websites of organisms like the International Committee for Robot Arms Control (ICRAC) and Norwegian People’s Aid
- Movies and commercials made about the subject: example: All quiet on the western front (anti war movie)